

5.7 Weather game

Topic: Weather
Subtopic: Climate
Activity type/skill: Using weather expressions
Literacy focus: Vocabulary

Objective

- Speak fluently when using weather vocabulary.

What you need

- Student worksheet (see next page)
- Dice and counters

What to do

1. Look at the student worksheet and talk about the symbols. Draw them on the board and label them (see Activity 5.1 for their meanings).
2. Before they start to play, copy this information on the board and draw and label compass points.

Under 5° Very cold	6–10° Cold	11–15° Cool	16–20° Warm	21–25° Hot	Over 25° Very hot
10–29 km/h A breeze		30–59 km/h A wind		60+ km/h A gale	

3. Then play the game:
 - Take turns to throw a dice and move your counter.
 - When you land on a square, use the picture clues and wind and temperature information on the board to make a statement about the weather.
4. Play the game often. The first time you play, have the students make a simple comment about the picture cue. The next time, have them talk about the wind or temperature. Then combine the two.
5. Talk about the differences between a wind and a gale and what is regarded as hot and cold in different countries.

Activity seven

The weather game

